

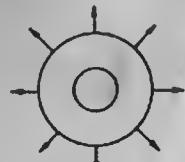


INSTRUCTIONS

CAPCOM

● INSTRUCTION

- CRT MONITOR
HORIZONTAL SCREEN
- CONTROL PANEL



8-WAY LEVER



BUTTON 1

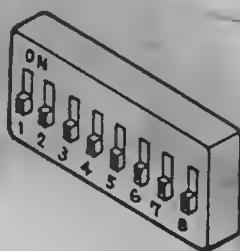
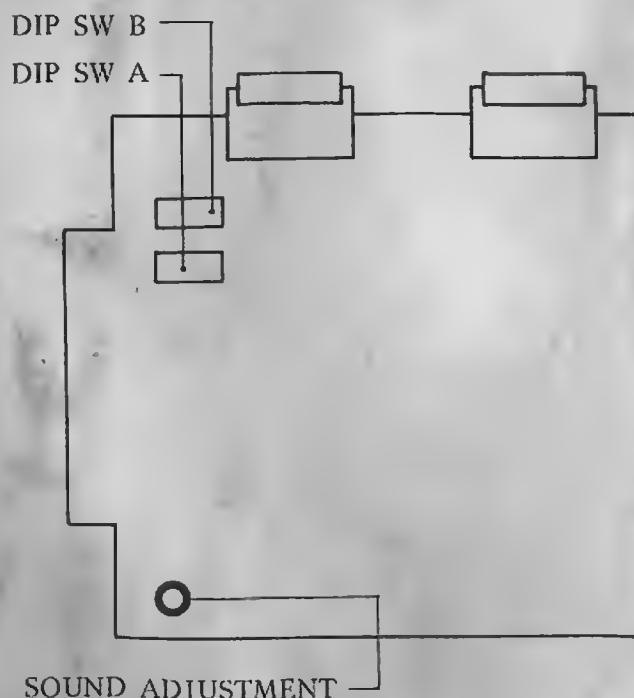


BUTTON 2

BUTTON 1 FIRE AND DROP BOMBS

BUTTON 2 TURN THE PLAYER RIGHT
OR LEFT

POSITION OF DIP SWITCH



DIP SW.

SOLDER SIDE			COMPONENT SIDE
GND	A	1	GND
GND	B	2	GND
+5	C	3	+5
+5	D	4	+5
⑥	E	5	⑧
SYNC	F	6	⑨
GND	H	7	GND
	J	8	
2P	SHOT 2	K	SHOT 2
	SHOT 1	L	SHOT 1
	UP 1	M	UP 1
	DOWN 1	N	DOWN 1
	LEFT 1	P	LEFT 1
	RIGHT 1	R	RIGHT 1
	GND	S	GND
2P SELECT	T	16	1P SELECT
	U	17	
	COIN 2	V	COIN 1
	GND	W	GND
	X	20	
	Y	21	
	+12 V	Z	+12 V
COUNTER 2	a	23	COUNTER 1
SP ⊖	b	24	SP ⊕
+12	c	25	+12
GND	d	26	GND
GND	e	27	GND
GND	f	28	GND

● CONNECTOR
CR7E-56DA-3.96E (HIROSE)
OR
1168-056-009 (KEL)

DIP SW A

DIP SW - SECTION Z

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